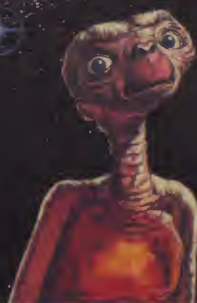# E.T. ™ *

PHONE HOME!

INSERTING THE CARTRIDGE

Turn on your ATARI® Home Computer by pressing the power switch on the right side of the console to ON. Pull the release lever toward you to open the cartridge door. (Whenever you do this, the computer automatically turns itself off.)

Insert the E.T. game cartridge in the cartridge slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. Close the cartridge door and the computer turns on again.

THE JOYSTICK CONTROLLER

Plug a joystick controller into Controller Jack 1. Hold the joystick so that the red button is in the upper left corner.

THE START KEY

Press the START key to begin the game, or to begin again at any time.

NOTE: Between games, you can also begin by pressing the red button on your joystick.

Tonight is the final night—the last night the creatures from the other world will visit Earth in their great mothership—the last night they will sample Earth's vast

THE OPTION KEY

Press the OPTION key to bring up the option screen—then press it again, as often as necessary, to choose the level of difficulty you want. Level 1 is the easiest and level 9 the hardest. You also press OPTION to end an ongoing game and return to the option screen. The level of difficulty doesn't change.

THE SYSTEM RESET KEY

Press the SYSTEM RESET key to return to a pregame state.

THE SPACE BAR

Press the space bar on your computer keyboard if you want to pause in the middle of a game. Press it again to continue.

and varied vegetation. Then they will leave, for other planets, other times, and Earth shall be but a catalog code in their logs.

Except . . .

*A*ll at once the night is cut by cruel light and cacophony. All at once the ship and its creatures are in terrible danger—and one, the one who will be called E.T., has wandered too far to escape it. Frantically he turns back, his red heartlight fluttering, his squat legs skittering through the fallen leaves. But the Earthmen have planned their mission well. They're all around him now, and the ship cannot wait for a straggler.

Yet despite his fear and alien form, E.T. manages to elude the men throughout the night. Strangely enough, when he's finally found, it's by a boy—and a young boy at that, even by Earth standards. This boy calls himself Elliott. Elliott is different from the others—gentler, farther-seeing. Elliott gives E.T. food and hides him in his house.

But E.T. needs his shipmates—needs them not only for their familiarity, but also for their support. His energy is rapidly running out, and only others of his kind can keep him alive.

E.T. must call them back to Earth.

E.T. must "phone home"—if he can find the parts he needs to build a phone. But he dare not go after them himself—there's too much danger of using up all his energy. Elliott! Elliott must get the pieces, even though the searching men are nearer and more numerous than ever. Oh, if only there is time—!

*A*s the game begins, E.T. appears on your screen and thinks of the pieces he needs to build his "phone": a battery, circuit board, coat hanger, fork, record player, saw blade, tin can, tinfoil, umbrella, and wire. At low levels of difficulty, he needs only a few of these pieces—at higher levels, he needs more, and they must be chosen from among pieces that are similar but of different colors. A piece of the right shape but wrong color won't do him any good.

Next, Elliott appears outside his house in a map of his neighborhood. From this point on, you control Elliott with your joystick. He moves along the streets, the forest paths and hillsides, searching for the phone pieces invisibly hidden there.

As Elliott nears a piece, he hears a special sound. When Elliott comes very near, the piece becomes visible. If it's a piece he wants, move him on top of it and press the button on your joystick to pick it up. If he ever wants to drop the piece, press the button a second time. When he moves away from the piece, it becomes invisible again.

If Elliott has trouble finding pieces or remembering what E.T. needs, he can ask E.T.'s advice through their telepathic link. You stop Elliott's motion and press the red button on your joystick (this won't work while Elliott is holding or standing on a piece). As long as you hold the button down, the pieces E.T. still needs are shown and E.T.'s heartlight glows—red if Elliott's close to a needed piece and blue if he isn't. But this costs E.T. extra energy, so Elliott can't afford to ask for help too often or for too long.
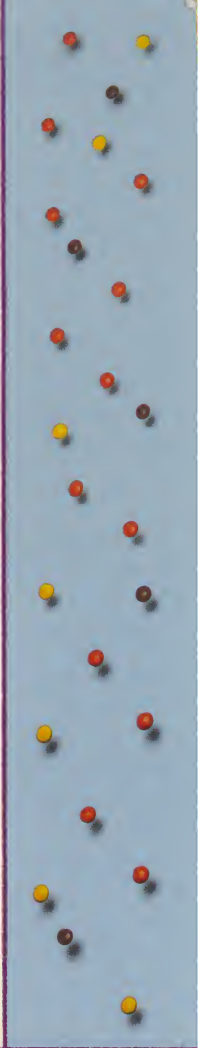
An extra-terrestrial on Earth has only a limited amount of life-energy—by our measurements, 100,000 units—and as time passes, that energy steadily decreases. The extra stress of telepathy reduces it more quickly, though E.T.'s joy when Elliott brings him a needed phone piece increases it again. If you use up all of E.T.'s energy, he goes into hibernation and the game ends.

Meanwhile, both scientists and agents are searching for E.T. The use of telepathy may draw scientists toward Elliott's house. Sometimes the men who see Elliott shadow him, following at a distance to see where he leads. If a man sees Elliott find a phone piece, he may chase him, trying to take it and hide it again.

When he's being followed, Elliott may get lucky—his pursuers sometimes give up the chase. Otherwise, he has two ways to escape: put two turns in the maze between himself and his pursuers, or run away from them. You make him run by pressing the red button on your joystick as he's moving, and he continues to run as long as you hold the button down. If he's carrying a piece and escapes at walking speed, he keeps the piece. If he's carrying a piece and begins to run, he must leave the piece behind where it becomes invisible again. He can never find a piece while running.

Neither agents nor scientists can hear the sounds that tell Elliott where a phone piece is, but if an agent or scientist finds a piece by following Elliott, he may guard it for a time.

*E*lliott must find all the phone pieces and take each of them to the green square by his house before E.T.'s energy is completely gone. When he brings a piece to the square, he drops the piece and E.T. appears to indicate whether it's a piece he needs (his heart glows red) or not (his heart glows blue). Remember, scientists may be drawn toward the house as the game progresses, and agents will be drawn to areas where Elliott is often seen. But if you get all the pieces back to him, E.T. SPEAKS TO YOU!

Then comes the final test, as E.T. leaves the house to go home. He must race through the maze to his ship's landing site—a green square in the woods—trying not to touch any agents or scientists (they drain more of his energy). If he reaches the square, you earn the grandest, most wonderful reward of all: his long-awaited ship appears above him, and—

E.T. GOES HOME!

S C O R I N G

At the beginning of the game, E.T.'s energy is shown by a red line and four flowers at the top of the screen. If you gain enough energy by returning phone pieces you earn extra flowers, though no more than five can be shown at one time. Each time the line runs out you lose a flower, and if all the flowers and the final line disappear, the game is over.

When E.T. runs out of energy, or the ship has lifted off with him, your score is displayed numerically. The highest score earned since the current round of play began is also shown.
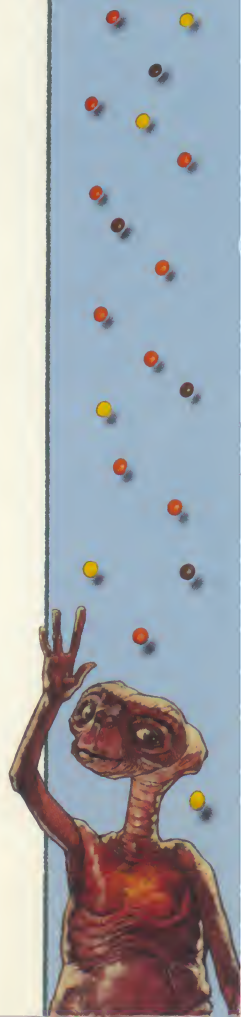
*T*he mothership hangs lavender in the night
sky, and to Elliott it looks like a Christ-
mas tree ornament. To E.T. it looks like home.
His adventure is almost over.

He turns to the boy once more. "Come?" he asks
hopefully.

"Stay," Elliott answers, though he wishes with all
his heart it weren't so.

The extra-terrestrial embraces his friend fervent-
ly, then lifts his glowing finger to the spot be-
tween Elliott's eyes. "I'll be right here," he
promises.

Then he enters his ship, to the sound of alien
welcome, and Elliott can no longer see him.

The ship ascends for the final time and vanishes
into the star-spangled heavens.

All that remains is a rainbow.

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